

Insomniac Games (Meg's) now that's a name I've... heard quite often actually (game) me and Insomniac have had a somewhat mixed history, on one hand they're responsible for some of my favorite games of all time, the Spyro trilogy, the original Ratchet and Clank quadrilogy as well as a Crack in Time, the Resistance trilogy, and more recently Spiderman PS4 was a fantastically fun and surprisingly incredibly well written game. Personal feelings aside it's probably their best game ever as a full package. But on the other hand there was a solid 8 or so years when they were doing everything they could do to alienate their core fanbase. First there were those 2 godawful spinoffs to Ratchet and Clank as well as a fun but utterly pointless sequel to a Crack in Time which undid the conclusivity that came with a Crack in Time, sure the spinoffs were first, but this was a direct sequel, and one with a cliffhanger that was never followed up on... after a game that felt conclusive. I will never get over this, don't have cliffhangers if the sequel isn't confirmed especially if you're continuing a story that was already done, in fact, just don't have cliffhangers. Then you had Fuse which was more EA's fault than Insomniac's. Sunset Overdrive which felt like a prototype of Spiderman's gameplay and a prototype of Ratchet PS4's writing. Yes, Ratchet PS4, one of the most insulting games I've played, gameplay that was like tools of destruction again, which wasn't even the best Ratchet and Clank game when it was new and a story which was a spit in the eye to the longtime fan. I can't remember if the movie is worse than I remember or if the movie game just outdoes the movie in every way. But I digress. All of this is compounded by the dev that went on record as saying that if you still prefer the way the old games were written that you haven't grown up (show) Yes because cynical social satire with a dark sense of humor is so much worse than #Gadgetron. So I was disgruntled with them but after Spiderman PS4 I'm willing to meet them halfway. Why do I mention all of this, I dunno, closure, spite. Me and Insomniac have a storied history and so I finally decided to bite the bullet and buy their first game, Disruptor. (me) So for someone who's invested in Insomniac's history, you can't go back any further than this. (game) It came out in November 1996. It's a month older than me. And famously Disruptor is the game that almost put Insomniac out of business, it was a critical darling, even getting John Romero and his glorious hair's stamp of approval, but the game sold like shit. However they knuckled down and held on long enough to make Spyro the Dragon and the rest as they say is history. But as for what Disruptor is, well let's take a look because as I say this I have not yet played this game so you're going to be getting a first impressions play by play as well as a proper review. I'm as excited as you are unless you're one of those people who hate me and just come around here to watch me fuck up, and good news, there's probably gonna be a lot of that. In which case you should be more excited than any of us. (Me) Let's get started. (Game) so the game starts up with the games logo which looks more like a proof of concept animation, as it doesn't have anything to do with the game. Alright starting the game, TGX, that's me... (me) Hmm (game) (tgxcunt) much better. (game) So cutscene wise this game is a bit of an odd duck in Insomniac's catalogue because the cutscenes are all live action. I can't remember where I heard this, but I remember hearing that this was because CGI cutscenes were too expensive, but because Insomniac was based out of Universal Studios they had access to a number of studios so decided to FMV this bitch. It does the job, but the low budget feel does seep in. You're confined to a number of small sets, rarely are there more than 2 people on screen even when what you're doing is affecting the entire galaxy and the sets and acting all feels very cheap (show) that's our protagonist Jack Curtis played by Donnie Jeffcoat who's done a bunch of smaller roles but has never done anything major. So you're a new recruit into what's called the Lightstormer Corps. Some sort of high end galactic peacekeeping racket. And this guy is your commanding officer and older brother Blake played by Anthony Palermo, another fairly smalltime actor and I love his acting, he's really hamming it up (show) The only thing you need to know is that this scrawny kid that even I could beat up is you and you've been accepted into an elite squadron and have to start proving yourself. And this is just my inner filmmaker coming out, that dot on the map screen clearly added in post is really badly motion tracked, so it's moving with the camera as opposed to staying internally consistent. Following this is your first training mission. Level one the gauntlet. So Disruptor is a first person shooter back when most first person shooters were modeled after Doom. And this game is very much like Doom, so I guess it's fair to call it a Doom clone. This first level is piss easy, you just need to make it to the end of this ultra linear training environment. The only two enemies are flying testicles that get spiky when you go near them and robots with sawblades. And wow. It became

immediately clear that these controls are fundamentally bad. So this was back when the PS1 controller looked like this (show) so your options were limited and this was about the best they could manage. You turn on your axis and move forward and back with the d-pad and strafe with the triggers. It works just fine for the most part but really pays credence to how much more natural feeling a dual analogue setup is. And for the record, moving and turning shouldn't be relegated to the same control point. When it comes to first person shooters, there are 2 things you need to be focussed on. Where you are and where you're looking, in the former case that's character movement and the latter it's camera movement. When you map the characters vertical movement and horizontal turning to the d-pad, you're putting the 2 movement methods together in a way that makes movement more awkward because to move in any way other than forward or back without having to take your aim off enemies is to awkwardly combine triggers and the d-pad. So a way to instantly fix the controls would be to swap the left and right d-pad buttons with the triggers so that all movement is relegated to the d-pad and turning is done with the triggers. This especially works because in the heat of battle you're gonna be strafing a whole lot more than turning. Other than a need for analogue movement with digital controls, this immediately fixes the problems of movement, but I guess these are just the baby steps of first time developers. Well anyway, this level is easy, so let's move on. (Show) so this is where we get our first psionic enhancement. The psionic enhancements are this game's USP. But we'll get more into that in level 2. First I want to talk more about this cutscene. It's clear that they were working with very little cutscene time allotted, whether due to budget, disk space or any other reason. Whatever the case they weren't able to have much cutscene time, so they have to have efficiency of time which leads to a lot of clunky exposition like this. (show) as for this guy you wake up to (I don't even know who this guy is) I think that's the briefly mentioned Troy Alexander, but it's never said. Not much is said in fact, other than we're entering our second training mission, and can I just say that this is one of the cheesiest transitions into first person I've seen. (show) Why do we need to see the transition, couldn't he just step into the teleporter and the shift to first person be implied. Does this foot even belong to our actor Donnie Jeffcoat. Or were they only willing to film him stepping into the teleporter once and recycle it, also isn't that the old IGN logo? Now we're in the chemical factory and the psionic ability we've been given is the basic shock ability. It's a short range shock attack, like it can only hit something right in front of you. The psionic abilities in this game use up your psi points displayed in the lower right corner so it's a secondary ability to use alongside guns. They have fun differences that separates them from standard guns and add to the variety of offensive attacks. In that they do more than just shoot in a line in front of you, how do you get more psi points? More on that later, we can't actually get any in this mission to my knowledge. This level is also where you see the introduction of the pulse rifle, and if you're really crafty, the upgrade to your standard handgun is found in a secret area at the end of the level. Yeah, this game does have secrets as it's reading from the Doom playbook, but it doesn't have too many. If you like Doom's gameplay but aren't a fan of the backtracking, then this is the game for you. The new enemies, the mutant bugs and what look like apes are fun, but take substantially more damage than the enemies in the previous level. So the handgun is already becoming obsolete, which is a shame because the handgun is a hitscan weapon, so it always hits as long as you have line of sight, but now it's becoming a last resort already. A handgun being a last resort, this is going into dark places. This level also does a very naughty thing, so you have these pools of chemicals that hurt you when you fall into them, fair enough, avoid them, but then you have this river of very similar looking liquid that doesn't do anything other than push you to one direction, what the hell? Keep your color palette consistent. So you navigate a relatively straight line and shoot bugs and apes that are the first enemy that shoot back, but strafing to avoid their slow projectiles isn't so tough. Next level. Once again, not much is established in this cutscene (show) Once again, I'm pretty sure that's Troy, because he's the only other trainee that's with you and the only other trainee mentioned. I like the friendly rivalry these two have, Jack's this naive mild mannered kid and the other guy, let's call him Troy is a cocky dude, but still friendly enough to be realistic. I must also say, the compression of these scenes are annoying. I wish there was a way for me to see these videos in a resolution higher than 240p. Next level, rooftops. I haven't mentioned this yet, but you get a small briefing during the loading screens (show) (me) I guess Insomniac was making their loading screens interesting from the beginning. You see ShitZaru "one minute of repeated animations" Hackfraud

games, that's how it's done (game) I like this, it gives the game a little more personality in a place that most games wouldn't bother. So in this mission, you're introduced to what look like terminator robots as well as hostage droids, shoot one, but not the other. Got it. When they said hostages, I had no idea they were talking about things that looked like mutated propane tanks (I sell death and death accessories), but you pick up on it quick enough. There's no actual penalty for shooting them other than them exploding and dealing significant damage within a certain range, but there are some areas that require you blowing up "hostages" before getting secrets and guns, so mixed messages and all that, and hostages doesn't play into the rest of the game so it's a weird aside. The terminator looking robots aren't too tough, they have yet another slow moving projectile, but the only time they're an issue is when there's a partial wall in front of you. You also get the drain powerup here and that's how you recharge your psi points, you have you shoot enemies with charge orbs, then they'll drop psy orbs that you have to pick up before they disappear. So you have to put yourself in the line of fire to get psi points, so it creates a risk reward thing, but it's not as big of a risk as you may think. Because charge actually damages your enemies as well, so it's not an unreasonable tactic to shoot your enemy with you gun as well as the charge orbs at the same time for double damage. Plus, even if you miss the shots, the orbs auto track to an extent. So it just makes you more powerful with the side effect of giving you more psi points, I'm game, that sounds fun. But now that we're using psionic attacks more regularly now, time to complain about the controls again, specifically button mapping. In this case, shoot is x and psy attack is square where circle is jump, this got very confusing at times. Why isn't X jump, answer, because they wanted to make sure you could use both your attacks at once. This game is just crying out for a controller with more inputs because the mapping is turning into its biggest problem. Strafing and turning mixed up, buttons being all over the place. It gets more and more confusing because the controls are such a clusterfuck. You have 4 control options and none of them fix this. So I came up with a solution that might make sense. So we've already hypothetically moved the turning to the triggers, well make the shoulder buttons each shoot a different attack, L1 to shoot the gun R1 to shoot the Psionic. Then make square the selector for the gun and circle the selector for psionics. Then make X jump and triangle interact, then the controls are perfectly symmetrical. But this is just a pipe dream unless you're looking to emulate this game and are able to remap the controls, which might be the best way to play this game. Well anyway, this level is still pretty simple, I continue to find new weapons, this time what's called a plasma lance. (me) Wasn't that a character from Vice City? (game) which I blow up like 7 hostages to get then fuck off to the next level. And as far as the story goes, that's the last training mission. (show) I'm actually really liking the dynamic between Jack and Blake, even though blanke's actor is hamming it the hell up, I'm starting to feel a genuineness to their older brother younger brother relationship. It feels authentic that Blake is proud and reassuring of his younger brother but also doesn't want to give him too much. It's funny, at first I thought Jack Curtis was a name shared with another FMV character, but I couldn't put my finger on it, turns out I was thinking of Curtis Craig from Phantasmagoria 2. (clip) Although, they do share the distinction of having 2 first names. In fact there are only 3 characters in disruptor that have their full name disclosed and all of them have 2 first names. Anyway, so blake gets a call on his smartphone that there's a commotion on Jupiter, so now that you're done training, it's off to Jupiter to kill some space pirates. Though realistically, if you were able to colonize Jupiter which you can't, it's all gas, you'd practically be crushed under your own weight because Jupiter is 2.4 times earth's gravity. Although it's never said if we're on Jupiter or orbiting jupiter. I'll say that; while these cutscenes have been nice so far, I'm not getting a sense for what the plot is gonna be, unless it's just a series of missions working around the galaxy, but I need more than that. Anyway, Level 4, this level is more of the same, we're finally off the training wheels and it's pretty fun. You're going through the jupiter base shooting these pirate dudes and occasionally what looks like ed209 from robocop. Ed209 is decent to fight because you can fairly easily avoid his attacks, but the pirates aren't so fun. They have a weapon called the AM blaster (for the people who want to kill the early birds) which is like a chargeable shotgun that can be pretty hard to dodge within a certain range. So if you're facing anymore than one of these guys at a time, you're almost guaranteed to take damage. But once you have it in your hands, it's pretty well an instant kill once combined with drain and hey, free ammo everywhere. You get a useful psionic this time with the heal command. Use 20 psi points to recover 20 health points. That's never not useful in heated moments.

Though now that we have multiple weapons and psionics, it's starting to get a bit irritating to switch attacks in the heat of battle, so at times I end up using a power I didn't intend to just because this game is expecting me to focus on too many things at once and that's only gonna get worse as things go on. The level is fine but it does drag on a bit too long with the same repeated set pieces like 3 times, to the point that I thought I was going backwards at one point, but otherwise the enemies are fun to kill, it's challenging but not overwhelming, and honestly the gameplay is starting to become more and more engaging. I'll admit that when the game started I was a bit bored, but now that the challenges are starting to ramp up, this is starting to become a high octane, fun romp with an assortment of impactful guns and psionics. Before we move on to the next part, I want to run an experiment. Without looking at the title of this video, could you honestly remember what the name of this game is? That's right, disruptor, that's got to be the most unoriginal, forgettable name I've ever seen, so much so that even as I speak I've had to look through my files to remember the name of the game. It doesn't even have anything to do with the game. To that point, what could they have really called this game that would be snappy and memorable while also being relevant. I was gonna say they should name it after the most powerful weapon in the game because that's an obvious way to go, but the most powerful weapon in disruptor is called the zodiac, so that's probably as generic if not more generic. What could they have called this game that would have made it less forgettable, post your suggestions in the comment section and make me more algorithmically viable. So in the next cutscene we're briefly introduced to the character just named Eve (show) (meclapping) Gripping character introduction, really solid stuff (game) That's all we get of her for now, but she's played by an even smaller time actor named Christine Champion, that is a kickass name. She's probably gonna finally be what pushes us to an actual plot. (show) So we get yet another pointless briefing with hammy the hamster, and the amazing wooden man. The next mission is on triton, the moon of neptune. Where terraforming machines have been attacked (show) that is the cheesiest thing I think I've ever seen. It seems Jack is also moving up the ranks unrealistically fast, he's already earning promotions after one real mission, also I didn't mention it before but this is the worst sci-fi uniform I've ever seen. It looks like the ill fated anakin skywalker rubber suit line of clothes. Next level (show) So now we're on triton and visually this is probably the most boring level yet, because it's all grey and the draw distance is shoddy at best. It's funny because this game does actually look pretty good for the most part, it's a sprite based first person shooter, so you're not expecting it to blow your mind. But it's usually very cohesive, it does look and feel like a sci-fi future. The sprite work is usually very good, for the most part there's a good use of color, and there's a good variety in visuals and enemies. Funnily though, while most Doom style games weren't actually 3d and just arranged 2d textures to simulate real 3d, these environments are legitimate 3d. How do I know, texture warping. This level certainly has a good atmosphere, but it's just really bland. It also does a naughty thing and starts you with your back to the way forward. That's just cruel. This level also starts to get a little more labyrinthine compared to the previous levels, still nowhere near the level of Doom, but I did find myself getting turned around because of the dull graphics. The main enemies of this stage for the first bit are the same apes from previous levels, but I think now they're more powerful, but otherwise not much to say, it's just more of the same. They tend to have gaps in the walls where enemies can shoot you which you might not see, damaging you unfairly, but it's managable. Then later on, they introduce these guys who look like Kit fisto without the tentacles. They're not much different than the standard soldiers we've been facing up to now and that's because I'm all but certain they copied and pasted the code from one character to the next. The part where things start to get insane is with these mutant dudes that look like the mankubus from doom went on a crash diet. They have an auto-tracking weapon that can mess your shit up, so any time they're near, the difficulty shoots up immeasurably, but their lock on cannon is super useful once you get your hands on it. Honestly this is probably the worst level so far. And I'll be honest, this is where I started letting go. Up to now I was doing my best to try and be methodical and careful with my movements and shooting to conserve bullets and health, but that this point I decided to just start throwing caution to the wind and rush into danger dick first, because being careful wasn't doing me any good, and I think disruptor is much more enjoyable that way. Especially seeing as I got my first upgrade before this mission that up's your maximum health to 125%, and look, there's 4 of them to get, so clearly this game's gonna get harder, but give me more health to compensate. So yeah, fuck it, I'm letting go. If I die, I

die. The Ivan Drago school of living your goddamned life. Moving on. (show) So now the president of Earth, President Krieger, this guy (show) is taking notice of us and is sending us on a special mission to Mars, wasn't that a David Bowie album. So this is where the plot starts to actually kick in, it's a mission that's killed everybody who was involved, including Troy, and I was just starting to get invested in him. Seriously, Anthony Polermo is stealing the show, you really get a sense that he's concerned for his little brother. (show) They also contrive a reason for you to lose all of your weapons you had up to this point (show) So this just has "Setup" written all over it. Let's do this. I'm actually kinda peeved that they decided to take away all of our weapons, because I spent a lot of time hoarding ammo for the better weapons, but if I'd known they were all going away, I'd have been a touch less conservative. But this is a fun way to change things up, having to rely on cunning as well as psionics as opposed to brute force. You do occasionally find guns with the dead bodies you'll find laying around the level which really tells the story with the environment of how desperate this fight was, even though these bug enemies are chumps honestly, I wonder which one of these guys is Troy. The first part of the level consists of an open field and fog, lots of fog. Occasionally large psi orbs will appear and the sun that appears through the fog somehow, I like the more open concept aspect to this level, it makes it a bit silent hilly, but it can be hard to figure out where you are in relation to where you've already been. Though the second part is what separates the boys from the men. (jumpin) WUTANG. Narrow paths, acid all around you assuring you can't pick up half the psi orbs and everything around you wants you dead. It's not clear but the best thing to do is just run and if you get caught, use the new psi blast power that you got which is good for clearing out nearby enemies, otherwise survive, just survive. (dies) (me)... well I never said I wasn't a hypocrite (game) Oh, this game has mid level continues, score. So once you make it through that hell you grab the orb which doubles your maximum psi points, then you make it through more enemies, oh god I'm out of ammo, oh god, I'm gonna die on Mars like many young men have dreamed, come on... yes, and finally I make it out of Mars. Jesus Christ that was harrowing, but this is honestly starting to get really good. I'm starting to like the way this game is punishing me and there's no way to say that without sounding like an absolute weirdo. What's next, I'm excited, bring on the pain. So this woman Eve has taken a keen interest in Jack and it looks like she's gonna wanna get something out of us, possibly spunk. (show) And now you're off to Antarctica, the mutants from Triton were taken to an Antarctic base and broke out, stealing AM cyclones in the process, this game's most powerful recurring weapon. So now you have to retrieve their genetic databank, let's go. If it seems like this game is stampeding to absolutely nowhere, you're correct. We're 8 missions in and have only had glimpses of an overarching story, and other than Troy uncerimoniously dying offscreen, not much has happened. I like the brother dynamic of our main characters, but it's wearing thin without a proper throughline. The Antarctic level is a bit more mazy and corridor shootery in nature, but still has some good design and some fun to shoot enemies. I guess I haven't really talked much about the gameplay as a whole, have I? Aside from the awkward controls and the difficulties in switching attacks in the heat of battle, this is actually a very enjoyable game as far as the gameplay goes. The weapons are varied and fun to use. The enemies go down in a satisfying way and the overall gameplay is frantic enough that it's gratifying to get through. It's not sophisticated, and it's pretty simple, but it really is enjoyable as a whole. If you like doom and other retro shooters, then you will absolutely get a kick out of Disruptor, especially towards the later parts of the game. The guns are fun to use and the psionic attacks are each unique enough that I found myself using them all at least sometimes. Plus the psionic attacks as a whole gives Disruptor enough of a unique edge to stand out from the crowd. I guess there's not much to say as far as gameplay is concerned because retro first person shooters are at heart one note experiences, but the gameplay of Disruptor certainly hits that note in a satisfying way, no if's and's or but's. In this level we're introduced to our 5th and final psionic and it's probably the most useless of the bunch, it's a shield which makes you immune to damage, but it costs too much per second to be reliable. Plus the game fails to tell you this is the only psi powerup where you need to hold down the button for extended use. But either way, you're spending psi points every few seconds to get any use out of this power so it was my least used power, I'd rather tank damage and use the healing power than use a shield that lasts no time at all. The Antarctic level is also the longest level yet clocking in at around 30 minutes, but that includes a few deaths along the way. You're also introduced to the enemies that are on the cover to the game (show) Yeah, they're the

toughest enemies yet, sporting the am cyclone, which uses the same ammo as the am blaster, it concentrates the shot into an explosive round, so they're pretty useful, except they fire something like 8 times with every shot, kind of a major design oversight, and they can damage you if you get too close to the blast range, so it's simultaneously the most and least useful weapon in the game. But these mutants, man they're tough, you need to keep moving when they're around, you can in theory tank most enemies, but these guys do not mess around. But once you deal with those guys it's not too hard to get through, especially once you're in the more easily navigable indoor facility. But fuck my uncle this level is long and tedious, and I was ready to move on by the time I got to the end. So next up sigh (show) Not even one minute of cutscene later and we have to do another mission that amounts to nothing, that intrigue with the mission that killed all those people is becoming a distant memory. Now we have to go to Jupiter moon Io to save the sulpherine mines. Can we please move on to something more interesting, or at least establish a plot already? This level is the most labyrinthine of them all, with multiple ways to go, most of them not good, significant fog, and these enemies, the jovine crime family do not mess around, most of them are using the most powerful weapons. It's a pretty obnoxious level, especially the parts where I can just get launched into lava or into areas with numerous cyclone welding tuxedo wearers with no warning. Moving on. Oh my god, it's president kriegler, are we gonna get actual plot now (show) (me) Holy shit... plot!!!!(game) so yeah, new Atlantis is about to blow and you need to shut down the reactors before they blow. Hmm, the place that you and your brother were sent to for R&R by the guy who sent you to the suicide mission on mars is about to blow up. What are the odds? This totally isn't a setup to get rid of the lightstormers so Kreiger can have no one get in his way on his quest for unlimited power. I'm just guessing here, Disruptor is predictable as the sunrise, but I'll take it because actual plot is happening and (show) oh my. They're not kidding when they say that this place is about to blow, you need to get to every single reactor port and it only just gives you enough time to get to the next, you have very limited ammo, it's honestly easier to just run past anybody who's not up in your face, just keep running, just keep running, just keep running, oh god this is stressful. Shit, ran out of time. That's a pretty cool effect though, alright try again, piss, ass, fuck, fuck, FUUUCK. Oh come on, I was right there, I was right there. Alright, got the last reactor port, oh, sure give me 6 seconds and two ways to go, oh god I went the wrong way, come on come on. (explode) (me) NOOOOOO... wait (levelcomplete) I won, but I didn't get to the end... I di-you know what don't look a gift horse in the mouth, moving on. (game) Yeah, so blake's dead, that sucks, he was the best part of these fmv cutscenes, that was really uncerimonious for a main character death too, rest in peace you beautiful man, we'll not see your like again (montage) I mean literally because, we're stuck now with the amazing wooden man and his female counterpart (show) Sure, that's a forcefield. You can tell this is an amateur production because Eve's lav mic is overmodulated (show) So I called it, Kreiger is corrupt and wanted to get rid of me so I wouldn't get in his way because I was getting too good, Yadayadayada. The president being corrupt, say it ain't so, now I know this is science fiction. Now Eve and what's called the alliance of democracy is enlisting you to bring in president kriegler. On to the next level, Kreiger's orbiting habitat. This level is the hardest of the bunch, it's relentless, wave after relentless wave of the strongest enemies in the game. Legitimately, this is the type of level where you can be taken down in a matter of seconds if you take one step too far in the wrong direction. That said, if you know where to go, it's actually one of the shorter levels. There's probably around 50% of this level that's entirely optional. If you think you can get through the later parts without going through the area immediately to your left as the level starts first, go for it. But that entire wing, while optional, has a bunch of health and ammo that may be useful for later. But once again, that's up to the discretion of the player, nothing can save you from the last few rooms before the end. Stupidly, I decided to go in there with only my machine pistol and that ended as well as you could imagine. These guys are a recolor of the mutants you fought in Antarctica and are presumably stronger. This at least gives you a chance to try out terra blast, the final psionic attack. But don't get too excited, it's not new, it's just an upgrade from the standard psi blast from before, only now it explodes through walls, so that's nice. This is also the first time I was able to use the zodiac in a proper setting, I found it in the last level but I was too busy pissing myself to take stock. It's a one use weapon that kills everybody within a certain radius, but to my knowledge you have to use it once you pick it up before you can use anything else, though I did also have a plasma lance at this point, so maybe you can only

have one ultra special weapon at once, I dunno. So if you're in a tough spot, it might be worth it to backtrack whenever you hit a wall to pick up the special weapons if you know where they are, but you wouldn't unless you've already played the game. It sucks because Disruptor has already shown it's hand as the type of game that takes away all the weapons you've collected at arbitrary story blocks, so these weapons suffer from the OP paradox, where they're so useful that I'm never inclined to use them for fear of not using them in the absolute optimal place and way, but then they get taken away anyway. I must say, as an aside, the view of earth here is stunning. Not the last ps1 game with a great view of earth from space. (apeescape) We finally made it to President kriegers office and surprise, did you think it was really gonna be that easy? And apparently I spoke too soon about them taking my weapons away, as we're captured and plugged into what's called the extractor (show) So the guy who has history with your father is the one who had him killed by terrorists. This game is a cliché sandwich. It's weird hearing the word terrorist spoken before 2001 though, because in 1996 in pop culture, terrorist had much different connotations. I must say though, this is the first time we're seeing Vaughn Armstrong go all out in his performance, and he is officially the best played character. (show) Which makes sense, as he's a somewhat big-time actor who's been in a bunch of different things including significant roles in 4 different star trek shows. His first credited role was in 1977, so he'd been around the block by 1996. And I'm loving every second of it. (show) So he plugs us into the extractor and (show) (me)... I got nothing (game) So yeah, this is the dream circle and wow. It's certainly... surreal. The twist here is that you're fighting off nightmares and all you have to fight them with are your psionics as you're in what amounts to a nightmare. So this is a tough cookie. You just have to keep pushing forward, use the drain, use the terrablaster when you get overwhelmed, and collect those psi orbs like they're life saving medicine. It took me like 2 dozen tries because it's a treacherous balance between using enough psi points to keep yourself alive and not run out mid battle. And man, I really wish these psi orbs would auto track a bit, because if they're over a ledge, there's no way to grab them due to invisible walls. In this case I'm thankful for invisible walls because of the narrow paths, but this is a crapshoot if I ever saw one. Part two is easier because it's a maze with an abundance of psi orbs, just follow the right hand wall and use your healing ability whenever you're at low health and you'll be done in no time. It's easy as far as mazes go, but I am not complaining. Mazes always suck in videogames, so I'm glad to have one that's too easy as opposed to too tough. And can I take a moment to acknowledge the skybox, this is a beautiful use of color, and it honestly reminds me of about 3 different spyro skyboxes, including twilight harbor and toasty, so I can definitely see the genesis of that artstyle. With that, you've broken free of the extractor and you're off to the next mission, nothing interesting to report here, you just need to get to the prison gates to access a teleporter to get you back to the alliance of democracy's headquarters and then to kriegler. I don't know why kriegler dipped though, he was trying to extract your terrablaster, so you'd think he'd want to stay for that. Maybe he saw things were going south and left. The prison is not a hard level but it is a loooong one. It has many secret areas, but this level follows a repeating pattern of going into the prison buildings to activate a teleporter so you can get over a gate, it's done something like 5 times. But the enemies aren't too tough and the areas are wide open, so you can easily dodge, if it wasn't for having to regain your arsenal again, it'd probably be one of the easier levels. Before we move on I wanted to briefly touch on the music, most every level has 2 pieces. An ambient piece (show) and an up-tempo piece that plays during combat (show) all I can say is, I don't think the music had the appropriate bite that they needed. (show) The ambient pieces are good and work for what they are but the combat pieces needed to really hit you like a tonne of bricks. Sure you can get uppity about dooms music just being various levels of ripoff of popular metal tracks, but that's exactly what this soundtrack needed. It needed more metallica, it needed more pantera, it needed more slayer and less of this (show) I'm not saying it's bad, it's decent if unmemorable but should have been way more given the gameplay they were going for. Regardless, you make it through a tedious slog and you're finally off to the final level. No cutscene, just off to the final showdown, and this level does not fuck around, it's not very long, but there are mercenaries and offensive robots every step of the way, so you will die and you will die alot. I just started throwing caution to the wind and started charging through, it's relentless. By the end I was afraid to even open the wrong door lest I get subjected to an onslaught. It should be mentioned at this point that I have a maximum health range of 150, but there are 2 more icons on the health bar to indicate that the

maximum should be 200. I'm assuming 2 upgrades were story mandatory and the other two are hidden and I just didn't find them, whatever, maybe I'll get them on my second playthrough. Lest we forget I got this far by banging my head against the wall that is disruptor. But now we've finally made it. Charge your psi energy on these bugs then step into the teleporter. And as I told, kreiger isn't actually that hard, you're in a circular arena so as long as you circle strafe around him you'll avoid all of his attacks, then it's just a matter of wearing him down which admittedly is a bit of a task because he does have a lot of health, but if you've made it this far, kriegers a walk in the park, boom. Collect the orb and game complete. (showfinalcutscene) Well that was a romance that had absolutely no establishment. Hold up, wasn't Jack only supposed to arrest president kreiger, didn't he just commit high treason as far as earth is concerned, and you sure did get over your brother dying rather quick. I have so many questions. Well anyway, earth is saved and the game is over. So that was disruptor, wow. I think that this game is an unashamed doom clone and is a solid one at that. Especially from the mars level onwards. The weapon variety isn't the best given the genre, and the controls are a flusterfuck. But the overall question is, did I enjoy Disruptor and the answer is yes, it had fun and satisfying shooting mechanics, a wealth of enemies, a fun mechanical spin with the psionics and sticking with it until the end, it was gratifying to see the game evolve. I think insomniac had talent from the very beginning, and it shows. It's always interesting going back to these types of games, the early years of famous developers and seeing where they came from, they made many first timer mistakes here and the game didn't do so well, but without Disruptor, we wouldn't have Spyro, ratchet and clank, resistance, spiderman ps4 or any of those other games that they're probably too ashamed to talk about. So disruptor's not the greatest game in the world, but it's a fun romp and allowed us to have spyro 3, and that's reason enough in itself to be celebrated. (me) Well I covered everything I could say during my play by play analysis, so there's not much to say in closing. So in the spirit of disruptor, I'm gonna disrupt your enjoyment... Bye.